

# Leisure Line

SEPTEMBER 1990

**CAPCOM**

**Rise, brave one, and defend  
the world from darkness!**



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No.11**

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Tower, the malevolent Black  
Orb slowly sucks light and  
goodness from the World!**

**Battle through all 50 floors  
of magical menace.**



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**"MAGIC SWORD"**

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**2 Player  
Interactive**

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TEENAGE MUTANT NINJA

# TURTLES



**TURTLE REVENUE**  
continues to move upwards  
since movie release

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# Editorial: Public Relations Needed

Despite what some people say and the inaccurate stories that sometimes appear in the media, coin-operated amusement games are low cost, inter-active entertainment for people of all ages and appeal primarily to the teenage audience.

Market research shows that our industry's products attract intelligent, well behaved young people who, on average, spend less than \$3 per visit to their favourite leisure centre or location. By comparison, going to the movies is anything up to \$10 and most other forms of entertainment are not only more expensive but are passive whereas coin-op games are inter-active and provide much better value for money.

Despite all these good features about our industry, there are some, especially those in the media that would have the community believe such diabolical suggestions that

kids spend hundreds of dollars feeding their video game habit and acquire the money by stealing it. We also hear that video games encourage violence and attract the undesirable element in our community.

There is nothing to substantiate such outrageous allegations and the market research conducted by the National AMOA shows that the facts are quite to the contrary.

Unfortunately, as an industry, we are not selling the truth and the benefits of our products to the community. The National AMOA spent several thousand dollars completing a market survey in Brisbane and Sydney but little effort has been made to publish the results or bring it to the attention of the media in general.

There is a great opportunity in this industry to inform the community of the truth and benefits of our coin-operated games. If this can be successfully

achieved, the market for our industry's products and services will grow dramatically as the erroneous perception of the industry's image is dismantled. The simple fact is that coin-operated games are fun for everyone but the majority of people would not use them simply because they do not relate themselves in the environment which they perceive to be associated with games.

A united effort through the National AMOA could do an enormous amount to further the cause of the Industry. A booklet promoting the benefits of coin-op games and dispelling the myths associated with erroneous public perceptions could be published and used by the industry to address public relation problems. The Association could also hold Press Conferences and arrange media releases of market research to support the industry's cause.

## Council Agrees to Leisure Centre

Wanneroo City Council has given approval for a Timezone leisure centre to operate at 970 Wanneroo Road.

Council's approval follows several petitions and written protests from concerned residents objecting to the location of the centre.

But the recommendation was approved provided the applicant, Axel Pty Ltd, met the cost of installing security lighting at the rear of the premises.

Council also recommended that WA Amusement Leisure Centres' code of ethics be enforced as a condition of the approval.

The code of ethics is a 14-point set of rules designed to keep the premises of a leisure centre free of

unruly behaviour.

However, anxious Wanneroo residents presented council with another petition last week calling for a special electors' meeting to discuss the issue.

Wanneroo resident Terry Ryan said ratepayers living near the area wanted to know why council approved the recommendation.

"The majority of people living nearby don't want it and the recommendation also goes against advice given to council by the city planner," he said.

Central ward councillor Arnold Dammers defended Council's decision to approve the recommendation.

"It was a very hard decision to make and I know we will cop a lot

of flack from it, but I believe it was the right thing to do," he said.

"We do listen to what people have to say but if we agreed with every single person with an objection, then nothing would ever get done in Wanneroo.

"The decision was made because for a long time now there have been a lot of people crying out for a place for young people to go.

"It's probably not the best location but unfortunately the shopping centre didn't have any shops big enough with an outside entrance to accommodate such a place."

Mr Dammers said he didn't think the Timezone centre would

**Continued page 19**

# DARK SEAL

HEROES IN ANCIENT LEGENDS LOCK "THE GATE OF DOOM" FOREVER!!

T.M.



## HOW TO OPERATE



MOVEMENT OF THE PLAYER  
& ATTACKING DIRECTION



ATTACK BUTTON



SELF-TRANSFORMATION  
BUTTON

## POWER-UP ITEMS

OBTAINED ITEMS CAN BE USED AUTOMATICALLY AT THEIR EFFECTIVE SCENE



MIRACIOUS "CONFUSION"  
AND "YOGGON"



DISMISS ALL ENEMIES ON  
THE SCREEN



MOVEMENT  
SPEED GOES  
UP



POINTS GO UP



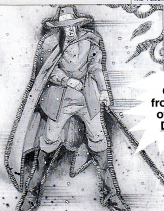
DEFEND ENEMY'S  
FREEZING  
BEAM



DEFEND  
ENEMY'S FIRE



RECOVER  
POINTS AND  
PHYSICAL  
STRENGTH



ATTACK  
POWER  
GOES UP



DEFEND  
ENEMY'S  
ATTACK  
UP TO 3 SHOTS



Another  
Great Game  
from the makers  
of Robo Cop &  
Dragon Ninja



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& Allied  
Industries**

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# Gold Coast Convention

The Amusement Machine Operators Association of Queensland held their annual 1990 Convention at the plush Pan Pacific Hotel on Queensland's Gold Coast. The Convention and Trade Show was held over 2 days on August 14th and 15th.

The Forum was also the venue for the Annual Meeting of the Amusement Machines Operators Association of Queensland and the National Amusement Machine Operators Association.

Exhibitors at the Convention included Leisure and Allied Industries, Amusement Game Importers, Galaxy Electronics, George Campbell and Co., R&V Amusements, Starmech Money Systems, Gottlieb Amusements and Amarda Music Systems.

The Convention was the best attended Queensland Show ever and was one of the best organised Convention and Trade Shows ever held in Australia. Full credit must go to Mr. Vince Ditton and the Committee of the Amusement Machine Operators Association of Queensland for the effort in organising such an event. Although the Show was small by international standards, the product range displayed equalled anything in the world.

Leisure and Allied Industries showed their recently released "Neo Geo" games which are now available in both 20" and 26" monitor size. The 20" monitor cabinet has capacity for 4 games whereas the larger model has a 6 game capacity. Although the Neo Geo product has just been released, there are already 6 games available for the

new system which include "Nam 75", "Baseball Stars", "Magician's Lord", "Top Players Golf", "Riding Hero" and "Ninja Combat".

Also on display at the LAI stand was the latest William pinball called "Diner" which has all the sights and sounds, frills and flash of a real diner incorporated into fantastic features for incredible appeal and game flow.

"Diner" offers a generous portion of high scoring features for high scoring earnings. Spelling out D-I-N-E-R by making the right ramp shot lights the lock under the cash register and opens the cup shot for 10 x D-I-N-E-R letter value for millions of points. "Diner" is serving up a full plate of profits and play appeal and not only



gives you a fantastic return on investment but also retains the highest resale in the business.



***"It's the games that LAI reject  
which makes LAI's games the best"***



Undoubtedly  
the No. 1 PCB  
Conversion Kit  
for 1990  
Additional  
stocks due soon.

Walk away  
from screen



Walk  
left

Walk  
right

Walk forward  
screen  
6 WAY JOYSTICK

Attack Button



Jump Button

Those  
creeps!  
The Mad  
Gear Gang  
has kidnapped  
Haggar's daughter,  
Jessica. Now you  
must head to the  
streets for the Final  
Fight. Use your fists  
and feet, as well as knives  
and Molotov Cocktails to  
beat the gang. Trust no one.  
Even the cops have gone bad!



- Players will welcome the return of Haggar, the original Street Fighter
- Two-player interactive
- Spectacular graphics, thanks to Capcom's CPS super chip
- Final Fight has "the cool factor." Players will love the non-stop action!



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## Gold Coast Convention — Continued

LAI also displayed the latest motorcycle simulator game from Taito Corporation of Japan called "WGP". This new semi upright model with seat is capable of linking up to 8 games together for a genuine 8 player motorcycle race.



Another interesting product from LAI was a new electro-mechanical golf game called "Little Pro". The game is fitted with a ticket dispenser and ideally suited for locations with prize redemption facilities.



Also on display was the latest Michael Jackson theme game called "Moonwalker" which has been developed by the Sega Corporation of Japan. The game is based on the movie of the same name and features sensational music and dancing from around the world of Michael Jackson. Michael's steps and body actions are realistically reproduced on a screen with 3-D background scenery and high action character movements. There were no test reports available on this game at the time of publication.



Also featured on the LAI stand was the new NRI, 6 channel electronic coin mechanism which is interchangeable with standard mechanical coin mechanisms. The product has the quality ear-mark of West German engineering and is competitively priced for the Australian market place.



Some of the latest games shown by AGI included the new "Fit Fighter" from Atari which is a "Final Fight" style game using a new system of digitally process graphics. They also had a couple of new novelty games from Namco. One of these was a kind of electro-mechanical "Space Invaders" style game called "Cosmo Gangs" and the other was an electro-mechanical "Whack-a-Crocodile" game called "Wanni Wanni Panic". There was also another novelty game from Atari called "Gumball Rally" which is a Prize Redemption game. The latest Bally pinball called "Radical" was also on display.

Galaxy Electronics Pty. Ltd. showed a range of recently released CD phonographs. There are two models available being a 60 disc unit known as the "Ultra-Ritz" and a 30 disc unit known as "Wildcat" CD.

The cabinet for the 60 disc unit is manufactured in Australia and assembled using the D.D.A. mechanism.

An impressive display from Galaxay which earned them a trophy for the best exhibit of the Trade Show.

Amarda Music Systems displayed the latest range of Rowe CD phonographs and Wall Boxes which have established themselves as market leaders in the phonograph industry. George Campbell and Co. displayed the latest range of NSM Phonographs.

It is interesting to note that around 25% of the total display area was devoted towards CD phonographs which might be indicative of the increased demand for this product in the Australian market.

### Visitors

Apart from a large contingent of Queensland operators, there were also a substantial number of operators from New South Wales and New Zealand and there was also representation there from Victoria, South Australia, Western Australia, Tasmania and the Northern Territory. There were even visitors from the United Kingdom

*Continued page 9*

# MCA CONTROLS

AS USED ON  
ALL TMNT  
CABINETS

Now available  
from all  
LAI Offices



Available in a  
full range  
of colours.

AUSTRALIAN  
MADE

Regarded by many operators as the best joystick on the market

\*Manufactured by Multicoin and distributed in Australia, New Zealand, USA, UK, Hong Kong.

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## Gold Coast Convention — Continued

and Japan.

Some of those people who travelled long distances to attend the Gold Coast Convention included

Albert Painter,  
Arcade Amusements, NSW  
Morris Russell,  
Capital Amusements, NSW  
Mr & Mrs Atkins,  
Malkeller Laundrette, NSW  
Alby Beswick, Shamrock Caterers,  
Rockhampton, QLD  
Maarten Boogert, Auckland Coin  
Machines, New Zealand  
David Chell,  
Seargent Enterprises, SA  
Steve Coghlan, Cassa Pty Ltd, NSW  
Peter Contajohn, NSW  
Richard Dauraff,  
Abel Amusements, NSW  
Thomas Davenport,  
Council of Accredited Amusements  
Operators, VIC  
Grant Davidson,  
Music Makers, New Zealand  
Max Griffiths,  
Danwin Amusements, NT  
Kevin Grundy,  
Amusement 2000 Ltd, NZ  
K Harris,  
Acoustical Enterprises, QLD  
Stephen Jones,  
Putt Putt Mildura, VIC  
Norman Kapoues, VIC  
Don Kirk, Noah Investments  
Gladstone, QLD  
Dennis McGrath, Amarada, NSW  
James McLean,  
J&J McLean Enterprises, VIC  
W McLean, AMV Industries, QLD  
Greg Maratheitis,

Gottlieb Electronics Pty, NSW  
Ronald Maree,  
Campsie Amusements, NSW  
Roger Newman, AMCO, NZ  
B. Newton,  
B&M Newton, Tasmania  
Bruce and Yvonne Ozimek,  
Jazzy Amusements, VIC  
R Paton, Newcastle Amusements  
Dist. Pty Ltd, NSW  
Peter Psaltis, Galaxy/AGL, NSW  
Jack Rodios, Cash Box Aust, NSW  
Felix Sajn,  
Gamemasters Pty Ltd, NSW  
Tony Scott, Video 2000, ACT  
Trevor Smerdon,  
SA Leisure Industries, SA  
ron Stanhope,  
Music Hire Group, NSW  
Frank Stoffels,  
Alite Amusements Machines, NSW  
John Sullivan,  
NSW Pinball Services, NSW  
Ralph Taiger,  
Automatic Enterprises, NZ  
Greg Te-Loo,  
Associated Coin Machines, NT  
Harry Tester, Vernold Pty Ltd, NSW  
Ray Thompson,  
Plaza Video, CAIRNS  
Pat Trimboli,  
Timewarp Amusements, NSW  
Gary Walker, Coin Cascade, NZ  
Bruce Wallace, NZ  
Barry Weatherly,  
MACS Novelty Co. Townsville  
Bob Wenzell,  
Pacific Coin International, CAIRNS  
Richard White, Joystix, ACT  
Malcolm Steinberg, LAI, Perth  
Eddie Cochrane, LAI, Perth  
Alan Friemuth, LAI, Perth

Chris Blackman, LAI, Melbourne

The Queensland Amusement Machine Operators Association hosted a dinner which was a complete sell-out. Many disappointed operators were unable to get seats as the capacity was 125 people and all seats were completely sold out before the Show.

It appears that the Queensland Convention is fast becoming the National Annual Trade Show for Australia and being held on the Gold Coast, it is an enticing venue for operators from other states to visit. We understand that next year, the Queensland AMOA will be looking into providing travel packages to reduce the cost for interstate travellers.

**"It's the  
games that  
LAI rejects  
which makes  
LAI's games  
the best"**

## Leisure & Allied Golf Championship

### Operators Annual Golf Day

Leisure and Allied Industries is proud to announce the 4th "Leisure and Allied Annual Golf Championship" is to be held at Sydney's Eastlakes Golf Course on Tuesday 18th September 1990.

All operators are welcome to compete, and the tee-off times begin at 11.30am. Leisure and Allied will be providing Green Fees. Trophies as well as refreshments and a smorgasbord after the round is completed.

The event is a "Stableford" competition and is played on handicap basis, so that all entrants have an equal chance of winning. If you would like to compete please ring **Bruce Colbourne** at our NSW Office on (02) 516 5111, with your handicap.





# Candid Camera AMOA Trade Show



A range of prize redemption games on the AGI stand.



Vince Dixon (left) receives the Award of Excellence presented by Mark Bebb.



David Harbin (left) receives a "Neo Geo" memory card prize on the lucky draw from Alan Freimuth (right).



Industry Veterans Malcolm Steinberg (left) 32 years and Wes McLean (41 years).



The "Neo Geo" Display on the Leisure and Allied Stand.



Denise and Peter Chapman of Barmcastle.



Ray Thompson from Cranes (left) with LAI Queensland Sales Manager Ian Cooper.

# at Queensland now and Dinner



Brent Torgel of Automatic Enterprises, Wellington, N.Z.



Prize Winning Galaxy Electronics Display.



Sam Summers (left) and John Yabkis (right) of Galaxy Electronics receive the Best Exhibit of the Show Award from Industry official, Wes McLean.



From Tasmania Bruce Newton (left) with Brisbane Operator Hale Anderson and Mrs. Anderson from Brisbane.



Robert Decalle, Happy Time Amusements with Ken and Genie Corley of Kings Amusements.



New Queensland State Manager, Alan Freimuth (left) with LAJ Director, Eddie Cochrane.

Now Available  
in Red and Blue  
Colours

# THE REVOLUTIONARY CLIKERS CONTROL LEVER

Now fitted with  
improved securing  
brackets

**SUPER SPECIAL PRICE**

**FOR THE MONTH OF  
SEPTEMBER**

only  
**\$12.95**  
ea

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Control Lever Assembly Part No. 53-CLK  
New Design — Bayonet Fitting 4 and 8W  
Convertible Joystick

**FEATURE INCLUDE:**

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- Moulded Stylish Knob.
- No Control Panel mounting screws required.
- Easily converted from 4 to 8 way action.
- Absolutely simple fitting procedure with a Bayonet Movement.
- Large Securing Washer.
- Simple and Secure Microswitch Fittings.

Now is the time  
to make big  
savings

Be quick at this  
price as stocks are  
not expected to  
last

The lowest priced  
joystick available  
in Australia.  
Only \$12.95

only  
**\$12.95**  
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— **TOTALLY REVOLUTIONARY DESIGN** —

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# What's so mutant about Turtles?

Some people are awfully worried about the possible effects on their offspring of the Teenage Mutant Ninja Turtles — or the Teenage Mutant *NINJA* Turtles, as Maggie Tabberer — a recent convert to the Lee Lin Chin-Jennifer Keyte school of emphasis — likes to call them. Apparently parents think the Turtles set a bad example and encourage children into baton-twirling and high kicks rather earlier in life than is decent. If Turtlemania spawns an untimely generation of Swanettes and other assorted quasi-militaristic go-go nymphettes, you can see their point. It seems unlikely: if it were the case we would have been kicked to death years ago by wannabe-Bruce Lees, *et alia*.

But come on, mums and dads, get real. Every generation has something or someone to latch on to that annoys or terrifies their parents. For instance, Elvis (Presley and Costello), the Presleys (Elvis and Reg, from the Troggs) and Madonna, in trollop and quasi-religious phases, all have caused their fair share of heartburn and family rows to little lasting ill-effect.

But there is more to the anti-Turtle movement than is being admitted. It is Turtleist and it misses the point. The aforementioned Bruce Lee (a human) was far more likely to persuade the impressionable into obnoxious behaviour; just look at Chuck Norris (arguably another human but not proven). And that particular B-grader also proved it's possible to succeed in movies without talent or even the ability to speak, thus paving the way for Sylvester Stallone's oeuvre. The case rests.

More importantly, the point being missed is that of irony. The Turtles are all about irony, that particular form of humour where what is being said is not what is meant and vice versa. Irony is learned and therefore has to be taught. Ergo, it is not always understood by children and is rarely if ever understood by the ill-educated of any age — which

is where the concept of fighting for peace comes unstuck. That the turtles are a lovable bunch of latter-day Robin Hoods is not the point if what is taken up and imitated is only the hood bit.

What parents might also be peeved about — but not admitting — is that the Turtles are mega-smartpants in the splendidly irritating US tradition of children who talk in great one-liners. When a parent can think of nothing sharper than "You mind your lip, you little bugger" it is mortifying to have the child produce a retort that wouldn't disgrace Lenny — Bruce or Henry. That's where the Turtles have it over their human counterparts and where the supposedly witty cartoon-style human heroes come unstuck when they try to combine these elements.

Indiana Jones and the Temple of Doom, for instance: the one that's just thumped across a TV screen in a living room near you. Now there's a pernicious multi-million-dollar family blockbuster if ever there was one. It is said to be laden with irony but if that element is missed by the audience what is left? For starters there's racism: a good, brave, white man is pitted against sundry other races all of which are portrayed as evil, disgusting, depraved, stupid and basically black or yellow. There is sexism: the heroine mostly screams at the top of her lungs and gets herself into perilous situations from which she has to be rescued by the hero.

It has been said over and over that the use of these stereotypes is ironic and therefore funny. And presumably parents are so busy laughing they don't even notice their boys imitating macho man, much less wonder why their daughters don't ask for brain surgeon outfits for Christmas. Ho ho ho.

But back to those green creatures. Turgid types in grey suits have said that children might copy the Turtles to the point of playing out their ninja fantasies in dangerous drains. In the great Australian tradition the first reaction of the adults is to legislate against possible stupidity and issue warnings to children and their parents.

Where have these people been all their lives? If you tell a child not to do something, the child will immediately have a go — especially if it hadn't actually occurred to the child, to that point, to do whatever is deliciously forbidden. But these are cynical times. It's more likely that the authorities (what a smug, stuffed word) are simply covering their tails in case a bunch of little dears go a-Turtling down an unguarded storm cavern. It is harder to sue when the offending body has issued public warnings of the dangers.

If the Turtles have any lasting influence on children it easily could be towards independence of spirit — unlike their benighted elders, whose every drunken, drugged or simply idiotic action our various governments attempt to cater for in law. But legislating against those who have at best two intact grey cells to rub together is a piffing, reductive way to run a society. No wonder The Fab Four are so attractive to the littlies. Cowabunga indeed.



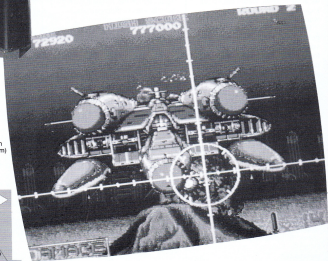
**DESTROY THE BOSS AT EACH STAGE!!**



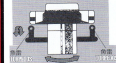
# BATTLE SHARK

You start with a fixed number of torpedoes.  
At fixed intervals you are award more torpedoes.  
The game is over when a certain amount of damage  
is received.

- ☐ Dimensions Depth 620,  
Width 1470, Height 1855mm  
(Height with casters, 1910mm)
- ☐ Power consumed 150W
- ☐ Monitor used 25 inch



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# Turtles Exclusive Agent in New Zealand Gets Tough

On Friday 10/8/90 Coin Cascade staff accompanied by High Court Bailiffs and Solicitors entered two street locations in Christchurch and seized two copyright infringing TMNT games operating there.

The TMNT units were seized under a "Anton Piller" High Court action that is only granted in cases where the copyright holder can prove conclusively to the court the urgency of their case. This "Anton Piller" action can also allow the

plaintiff to enter the business address/home address of the defendant and seize all relevant documentation and other offending material.

Coin Cascade had advised the defendant in this case in writing of Coin Cascades copyright in this and other products and the requirement that the offending articles be surrendered to Coin Cascades representatives.

The defendant is now subject to

the following claims: forfeiture of the PCB, loss of all income derived from the game, heavy legal expenses and damages adding to approx. \$30,000 (\$15,000 per PCB).

Coin Cascade Ltd. has a very firm policy in relation to unauthorised imports of any games, they have paid for exclusive rights too and intend further action against other infringers on a variety of products during the next month.

## \$1 Play Pinball

While 60 cent play is common place on late model pinballs throughout Australia, there is one operator in Queensland who firmly believes in \$1 play.

Michael Solomon of Associated Leisure says that his Company have been operating pinballs on \$1 play in their "Playtime" Leisure Centre and have achieved very successful results. He said that basic pricing structure was \$1 on play and \$2 three plays. Mr Solomon made his

announcement during an Open Forum Discussion at the recently held Convention of the Queensland Amusement Machine Operator's Association.

Mr David Hankin of A. Hankin and Co. said that although his company had achieved very good results on 60 cent play, he felt that there was still consumer resistance at the \$1 price level.

\$1 play is not out of line by

international standards. In Japan, Pinballs have been 100 yen (90 cents) play for many years and in Germany, the price has been 1 mark (80 cents) for at least the last 5 years. In England, some arcades report 50p play on pinballs which is equivalent of \$1.22. In the United States, there is currently a push towards 50 cent play (60 cents) but currently, most pinballs are still operating on 25 cents (30 cents).

## Ninjas bid on Turtle Survival

Besides doing wonders for the entertainment industry, Greenpeace is hoping the mean, green Teenage Mutant Ninja Turtles will make people aware of the real-life creatures battling for survival.

Greenpeace sea turtle campaigner Trevor Daly said most people were not aware that the existing seven species of sea turtles faced extinction.

He said he hoped the turtle-mania gripping Australia would improve their plight.

Worldwide, sea turtles are faced with a number of threats, the most serious being commercial exploitation.

Mr Daly said sea turtles were killed for their shell, meat, eggs and skin despite an international ban.

The Convention of International Trade for Endangered Species, set up in 1975 in which about 100 countries took part, including Australia, bans the trading of all endangered species.

But Mr Daly said that while Japan and Indonesia both took part in the CITES treaty, they had found a loophole which allowed them to continue trading turtle products.

Mr Daly said that in neighbouring Indonesia, tens of thousands of sea turtles were being killed each year

to supply trade in meat and shell.

"Much of the turtle trade in Indonesia is aimed at tourists and we are concerned that Australians are unwittingly helping to perpetuate this killing by eating turtle meat or buying tortoiseshell jewellery," Mr Daly said.

He said customs officials were often stopping people — who didn't know the laws — bringing such products in Australia.

Mr Daly said Greenpeace was urging the Australian Government to pressure Indonesia to reduce its consumption of turtles.

**Continued page 45**



THE 500 SERIES

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Part No. 29-0500-XX

**\$19.95**

- System is Universal 2-3-4-5 and 8 way.
- No need to replace any part to change the configuration, just turn the adjustment ring on bottom.

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**B: Sold in Australia with 4.8mm quick connect terminal.**

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# Leisure Centre proposal stirs up social debate

## Schools to have a say

Many police and nearby schools will have a chance to comment on the social implications of a proposed fun parlour in Darley Road, Manly.

Aldermen warned of truancy and the lack of safety at the site, but were told that they could not prohibit the fun parlour because it was not desirable.

The council could face court action if it refused the fun parlour on the grounds of undesirability.

The applicant Naxatu Pty Ltd wants to convert a gymnasium above the fruit market in Darley Road to an amusement centre.

But Alderman Michael Heraghty called for deferral pending further details about carparking — as well as police, schools' and the council's community services on the social effects.

In July 1974, the council adopted a policy to restrict any amusement centres from being started in the Manly town centre. The council used this policy to refuse a number of applications at the time.

However, in recent times the only application has been to use 47 East Esplanade for a youth support and entertainment centre.

Although town planners recommended conditional consent, Aldermen were told at this week's meeting that the council needed assurance about adequate noise and patron control and sufficient carparking during operating hours.

However, Aldermen commented the "hideaway" would become a hangout for young people.

Alderman Greg Smith said the

problem was access. Entry was from a metal stairway and through alcoves of freezers, sheds and cardboard boxes.

He said it was an easy place for fires or fights to start.

"I would not like to reject it because it's an amusement centre. I want to reject it because there are no clear or orderly arrangements as regards the entrances and exits."

Alderman Joan Thorburn said the council should not encourage this kind of activity among young people. She warned that Manly would be overrun with amusement parlors.

Alderman Jean Hay said the centre would be unsuitably located opposite St Matthews Church and the car park would attract nuisance skateboarders.

# Jury Says No to LAI and Atari

On August 2nd, the US Federal Court in San Francisco denied a claim by Leisure and Allied Industries against Atari for "Breach of Contract" and also disallowed a claim by Atari against Leisure and Allied Industries for unfair trade practice.

The dispute arose as a result of LAI filing suit against Atari for "Breach of Contract" relating to a verbal agreement reached between LAI's Malcolm Steinberg and Atari Vice President Shane Breaks during a meeting in London in January 1988.

The Agreement for LAI to have the first right of refusal on all Atari products subject to minimum reasonable quantities being purchased. LAI claimed that Atari breached the

Agreement by selling products to other Australian distributors without first having offered them to LAI. Although the Agreement was not a written Agreement, a confirmation of the terms in writing was forwarded to Atari soon after the Agreement was entered into. Atari denied the existence of the Agreement.

The Jury found that the 10 points contained in the Agreement, there was insufficient evidence to show that Agreement had been reached on 4 of the points therefore the claim was disallowed.

In a counter claim against LAI, Atari alleged that LAI's marketing practices restricted the sale of their products in Australia. Atari alleged that sales of their individual game products should

achieve much higher quantities, yet it was conceded that sales generally, since LAI had ceased to become their distributor, had in fact declined. The counter claim by Atari was disallowed by the Jury.

Malcolm Steinberg, Managing Director of LAI said that he was disappointed in the verdict because he strongly believed that an Agreement had been entered into, even though it was a verbal Agreement. This is one of the reasons that since 1988, we have insisted that any Agreements entered into relating to the distribution of products in Australia be in writing and signed by both parties, said Steinberg. Mr Steinberg said that his company was planning to lodge an appeal against the decision.

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# Real ninjas defend themselves

In the fifties it was judo. By the 70s, it was the Bruce Lee-led kung-fu fad.

With the advent of the phenomenally successful Teenage Mutant Ninja Turtles cartoon series, however, local practitioners are tipping that ninjutsu — a martial art from feudal Japan — is set to take over.

The Kevin Hawthorne Ninja School, Australia's largest ninja establishment, says that the number of students in the last six months jumped to 3,500.

Ninja followers say it is impossible to estimate the number of schools in Australia but the Hawthorne school alone runs 90 outlets in Tasmania, Victoria and NSW.

Although the new interest is almost entirely due to four hip reptiles, the school's head instructor, Mr Shane Walker, says the cartoon series could not be further removed from the real thing.

"It's been great for business, sure, but the only thing the two have in common is the name," he explained between classes at the Chatswood Uniting Church last night. "Once the kids come along though a lot of them just find it fascinating, a really good challenge. For younger kids especially, they also see it was the non-dag alternative to scouts and things like that."

The original Ninjas in 11th-century Japan were an anti-Samurai clan of paid assassins who were also romantically cast as a sort of oriental version of Robin Hood and his men.



Modern-day ninja Bradley Shuttle, 17, practices his art at Lane Cove.

However, Mr Walker says modern-day ninjas use their skills only in self-defence.

"You won't come out of here a trained killer but you will come out as a person who respects weapons and knows how to look

after himself or herself.

"Unlike other martial arts, we don't just concentrate on the combat. We do disguise, climbing, meditation, weaponry — some people say it's more of a philosophy than anything else."

## Council agrees to leisure centre — continued from page 3

"A few councillors have taken the precaution of visiting other Timezone centres and all agree they are very well run places," he said.

"I can't see any trouble because we imposed their own strict code

of ethics as part of the applicant's condition of approval.

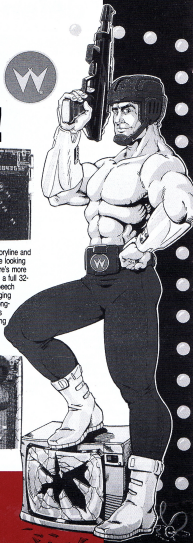
If those guidelines are not followed then council has a right to close the centre down, though I certainly hope we never have to get to that stage."

In a report to council city planner Oscar Drescher said residents' objections were based on the proposal being in conflict with the original intent of the zoning of the land.

# SMASH TV™

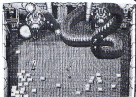
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# TV council tests Turtle Power

Channel 7 may be breaching advertising standards by screening the *Teenage Mutant Ninja Turtles* cartoon program, according to the Australian Council for Children's Film and Television.

In a submission to the Australian Broadcasting Tribunal, the council said that because the program drew viewers' attention to

its characters "in a manner calculated to promote" Teenage Mutant Ninja Turtle products, it constituted a 30-minute commercial.

It said Channel 7 was breaching advertising standards, and hence the Broadcasting Act, because the program was not "clearly distinguishable" as an

advertisement.

"The program has been created to promote the products," said the council's national spokeswoman, Ms Barbara Biggins.

But Channel 7's network program director, Mr Glen Kinging, said the show had existed long before the products came out.

## Japanese Companies make strong growth in Sales & Profits

Sega Enterprises Ltd. and Taito Corporation of Japan have recently announced their sales revenue and profit incomes for the years ending April 1990 and March 1990 respectively.

### SEGA

Sega reported that total operating revenue was A\$660 million, an increase of 42.4% on the previous year. Net profit for the year was A\$40.7 million, an increase of 70% on the previous year. The net income was \$1 per share (up 9.8%).

A breakdown of revenue showed that A\$181 million came from sales of coin-operated games, A\$145 million from the operations division and \$329 million from the sale of consumer products.

Exports resulted in 47.6 of total revenue compared to 45.8% in the previous year. Sega exported A\$225 million in consumer products, mainly to the U.S. market.

This compares to only A\$140 million in the previous year.

The growth of coin-op products for export is attributable to the rapid growth of the market in Taiwan. Consumer product exports mainly consist of shipments of the Sega 16-bit 'genesis' to the United States.

In September 1990, Sega will

release a hand-held colour video game called "Game Gear" in Japan.

Sega also announced that projections for the current year was a turnover of A\$781 million and a net profit of around A\$50 million.

### TAITO

Taito Corporation announced that for the fiscal year ended March 1990, revenue totalled A\$518 million, up 13.2% on the prior year and net profit was A\$24 million, an increase of 42% on the previous year.

Taito is not currently a publicly

listed company however, as some of the shareholders include Japanese Banks, the Corporation decided to announce an outline of the results achieved.

Taito stated that although revenue and net profits were not as high as those achieved by Sega Enterprises, Taito was still one of the major manufacturers in Japan and also the largest operating Company.

Taito also anticipates that its company shares will be listed on the stock exchange in the near future.

## Turtles OK for littlies: tribunal

The Teenage Mutant Ninja Turtles are okay for children, says the Australian Broadcasting Tribunal.

Despite 15 complaints from angry parents, the tribunal has found that Turtles complies with guidelines on sex, violence, language and other factors set for G classified programs.

This means the show can continue to be screened between

4pm and 7.30pm.

The complaints all expressed concern that children were imitating the cartoon characters' martial arts antics.

But the spokesman says none of the complaints identified specific cases of excessive violence.

*Daily Mirror, Sydney 8/9/90.*

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Video Bias

Brightness

V-Centre, V-Hold, V-Size

H-Phase, H-Hold, H-Size

V-Linearity

B+ ADJ

Sync Selection (Positive or  
Negative)

Focus, Screen

R.G.B — Bias

R.B — Drive

- b) Internal

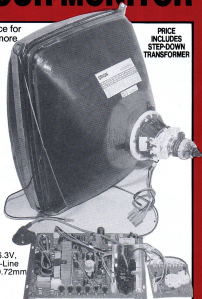
c) F.B.T.

d) CRT Socket Board

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# Management Profiles . . . .

**Leisure and Allied Industries is proud of its senior management throughout Australia, and Leisure Line has compiled brief personality profiles to introduce new customers to the senior personnel in each State.**

**This month we are featuring . . . QUEENSLAND**

## Mark Bebb

Mark has been the Company's State Manager in Queensland for the past three years, having joined LAI in Perth in 1976. He is currently enjoying a well deserved vacation which on completion he will return to Perth to take up the position of West Australian Operations Manager.

Since 1976 Mark has worked in all Mainland States for LAI and has set up Company Operations in Adelaide, Brisbane, Melbourne and Sydney.

Mark's lovely wife Mandy will be missed by many Operators in Queensland where she has gained enormous respect whilst working with Mark when the Brisbane office was first opened. The couple have two boys, Lee who is nine and Craig who is six years old. The family enjoys scuba diving, fishing and

outdoor activities together.

"1990 will be a hard year, but the Operator that does it right will still be better off than most other small businesses in Australia", says Mark, "60 cents and 60% commission from Street sites should be the aim of every operator this year", he added.

Mark reports strong interest in Leisure Centre operations from the large, more successful operators, and comments "Street Operators who also operate their own Leisure Centres can enjoy 100% takings on the best new games, and can rotate these into Street operations as they replace games in their Leisure Centres". "Street Operators must ensure they enter into site contracts for all Street locations", he cautioned.

Mark stated that he



thoroughly enjoyed his years in Brisbane and will miss the many Operators whom he has come to know personally over the past few years. He says "I sincerely hope that those Operators that have supported LAI and me personally over the recent years will continue to give the same support to the incoming State Manager, Mr Alan Freimuth". "I will miss you all", he said.

## Robber ties up woman

### PERTH

An armed bandit bound and gagged a female shop assistant during a robbery in Midland (WA) yesterday.

The woman was threatened with a knife when a man entered the Lazamaza Amusement Centre in Helena Street about

9am. He was described as part Aboriginal, about 40 years old, 180cm tall, of medium build, and wearing a denim jacket and jeans.

About half an hour later, another bandit held up the High Wycombe TAB agency in Kalamunda Road.

A man described as aged in his 40s and wearing a red-coloured jacket threatened staff with an unknown weapon and fled on foot. Anyone with information about the robberies should contact CIB duty sergeant on (09) 222 1212.

***"It's the games that LAI reject  
which makes LAI's games the best"***



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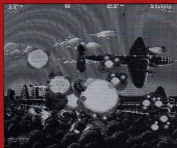
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# Turtles Banned in School



TURTLE BUSTERS: Ms York and Daniel

Toddlers have been banned from playing Teenage Mutant Ninja Turtle games at a Sydney pre-school.

Youngsters attending the Kensington Neighbourhood Children's Centre Pre-school cannot bring turtle toys to class.

Teacher Hazel York today said the games were banned four weeks ago after children as young as three were hurt in mock turtle battles.

Ms York said children were imitating the actions of their cartoon heroes but the play often turned into violence.

"In turtle games the children would start a sequence of kicking, hitting and punching," she said.

"The problem is pre-school children aren't very good at distinguishing reality from fantasy. So what starts out as pretend kicks and punches turns into real violence very quickly — and that's how people get hurt."

Ms York said only toys and turtle games had been banned but if violent behaviour continued,

talking about the cartoon heroes would also be banned.

The children range in age from infants to five year olds.

"We ban all violent games — and Ninja Turtles is the violent game of the moment," Ms York said.

"We haven't had any serious injuries, luckily.

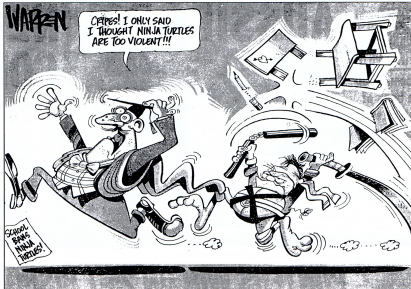
"No one has been taken to hospital or anything like that.

"But the turtle games are based on kicking so we've had children who get kicked in the stomach or are pushed over."

Ms York said the moral behind the cartoon — that good prevails over evil — was beyond the reasoning of pre-schoolers.

Kate Escobar, whose son Daniel, 4, attends the pre-school, said the ban was supported by parents.

She said the children's play behaviour had been getting out of hand before the ban was imposed.



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# AT HOME

## It's Happening in Our Industry

### WA WAFFLINGS

**Our congratulations go out to Neil and Barbara Liddell A.J. Amusements on the recent arrival of son Regan to the fold. If Neil and Barb keep producing at the current rate they will be able to field their own football side.**

\*\*\*\*\*

Roger Lucas (Automatic Music) has just returned from a business/holiday trip to the USA and Canada. A highlight of the trip according to Roger was his visit to the AMI Jukebox Production Facility.

\*\*\*\*\*

**Don Browning (Orion Amusements) occupies his spare time buying and renovating antique furniture. Don reports he has stumbled across some outstanding buys lately. Due to pressures of a worsening economic climate.**

\*\*\*\*\*

Alan Tanner has rejoined the WA workshop staff after a stint in the Computer Industry. Alan invites all operators to contact him for quick reliable service.

### NSW WALES NEWS

**Welcome to the "Skilltaster" business to Mike Robinson (CICI OWL PTY LTD), who has recently purchased Michelle Sullivan's business.**

**Mike is also running video machines and we wish him every success.**

\*\*\*\*\*

Get well soon to Ron Taylor (Macquarie Amusements), who was involved in a head on collision near Dubbo.

Ron is now at home but is facing another operation soon, and we wish him all the best.

\*\*\*\*\*

**Eric Soutens (E.D.S. Amusements) has recently departed on a two-week holiday to the Barrier Reef. He chartered a boat from Shute Harbour and we hope he gets plenty of fish, and maybe a "TURTLE" or two.**

\*\*\*\*\*

**A big welcome to John Muir who has joined our business. John has started**

**purchasing the big earners in coin-op Turtles and Neo Geos!!**

**John's son Darin has also entered the market in conjunction with Stewart Keir and I wish them both every success for the 90's and "Beyond 2000"!!**

\*\*\*\*\*

**Jim Wardrobe is another new comer to our market and is doing great business in his South West Rocks store. Welcome Jim and we wish you the best of success.**

\*\*\*\*\*

Congratulations and well done to popular North Coast Operator, Sid Bowden (Sytronic Amusements), who recently opened the "Family Carousel" Leisure Centre at Port Macquarie. Sid, as always, has handled this new business in a very professional manner and is extremely happy with the results so far.

### OLD QUICKIES

**Congratulations to John and Margaret Divyak who have taken a well earned holiday to Yugoslavia and Europe. John has handed over the reins to Peter and Ivan who will keep the Flag Flying.**

\*\*\*\*\*

**We would like to wish Ray Hugganson all the best in his new ventures. We think you will return to the industry when you realise what you're missing.**

\*\*\*\*\*

**Leisure and Allied Industries would like to welcome John Peterson to the industry.**

\*\*\*\*\*

All the staff at Leisure and Allied Industries — Queensland join in, in wishing Mark and Mandy all the best on their move to WA.

### VICTORIANA

**Welcome to Nola Guello who recently joined LAI in their Accounts Department. Nola replaced Debra Smith who is eagerly awaiting the birth of her second child.**

\*\*\*\*\*

**Leisure Line extends its deepest sympathy to Keith and Jeff Kershaw on the sad loss of their father.**

\*\*\*\*\*

**We wish Mario Sergi from Westgate Coffee Lounge a speedy recovery after his recent operation on his throat. There's a good line there Mario but we decided in the interest of good taste not to use it!**

\*\*\*\*\*

Congratulations to Percy Richardson on the opening of his new leisure centre in Corowa — we wish you all the best for the future.

\*\*\*\*\*

### SA SNIPPETS

**Congratulations to Steve Sauer who has recently opened a new Leisure Centre, aptly called "Timeout". Steve selected an extremely strong mix of conversion dedicated and prize redemption games that are definitely firing as his smile is not a permanent fixture. The carefully chosen site is clean, bright, light and displays a clever logo with signage tastefully tempting the troops to trundle in. It's a credit to the industry Steve; Well done.**

\*\*\*\*\*

**Rumour has it that last month Geoff Flink declined the offer to lecture his beloved North Adelaide Football Club on dedication and positive attitude. He got the urge to take his wife Karen and their new caravan for a self proclaimed long weekend. Here-say also has it that Norths coach said "It's typical of Port Augusta blokes, they are certainly positive when they want to go walkabout; I try, I try."**

\*\*\*\*\*

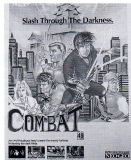
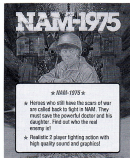
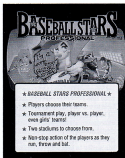
**A hearty welcome to the industry to Terry Grant. Terry has been appointed as LAI Adelaide New Business Development Manager. His depth of experience as Sales Manager and business proprietor certainly stands out as he is taking to this industry like a "Duck to Water."**

**All the best Terry.**

\*\*\*\*\*

It has come to the scribes notice that Val Lee, Manager of 61 Hindley Street has become a proud Grandma for the first time. One of the younger technicians thought that Val didn't look "that old" but it was explained that there are records of ladies being Gran's at 30. Anyway Grandma, Congratulations.

# NEO-GEO



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Watch this space for additional new releases.

**COMING SOON**  
**SUPER SPY**

This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

# NEO-GEO

## SPECIFICATIONS

Model	Monitor Size	Height	Width	Depth	Capacity Game Packs	Weight
NG 26	26"	1755mm	660mm	935mm	6	160kg
NG 20	20"	1630mm	575mm	740mm	4	125kg

## CABINET FEATURES

- All Plywood double sided Formica
- 3 Access doors for Coin Mechs, cash and maintenance
- Hi-Tech Solid State Electro-illuminance display-panel for Title Card back lighting
- Long Life Control Panel Polycarb Lexan
- Armour Plate Monitor Glass
- Earphone Jacks for Super Stereo Sound
- Game conversion or addition completed within 5 minutes
- IC Memory card slot allows player to save current game progress to continue at a later time
- 2 Player controls each containing 8 way Joystick, 4 Control Buttons plus Game Select and Credit Buttons
- Separate Credit display for each Player
- Electronic 6 channel Coin Mechanism
- Concealed cash box
- Cabinet specifications subject to change without notice
- NG20: Special speaker baffles and enclosures, easy access for game title cards, compact lowboy size, large access front and rear door, latching control panel, service rest for control panel in open position
- NG26: New improved monitor angle, easier access title card holders, special speaker baffles, high quality twin speakers, two large cabinet access doors



Specification subject to change without notice.

NG20 shown above



# Street

## BASKETBALL

**STILL THE BEST  
BASKETBALL CABINET  
AVAILABLE  
TODAY!**

**This product is marketed  
in Australia under an  
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by Avel Pty Ltd**

#### FEATURES:

- Digital Speech
- Display & Light Effects
- Custom Music
- 3 Point Play Button
- Player Selectable Game
- Easy to Assemble
- All Steel Frame
- High Grade Plywood
- Mylar Backboard
- Microswitch Technology
- Solid State Electronics
- Audits & Adjustments
- Optional Ticket Dispenser & Bill Acceptor
- 32" wide x 106" deep adjustable 8½ to 9 feet high

**This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.**

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All Export Enquiries to



# Technical Topics

## Williams Rollergames Deep Freeze Adj

### Subject

Rollergames "Deep Freeze" Magnet Performance Adjustments.

### Information

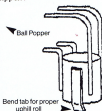
Three adjustments are recommended, to ensure proper "Deep Freeze" Magnet operation. Determine which is applicable for your game. (Some games may need only one; some may need more than one).

The first adjustment affects the ball direction, as it exits the tube at the end of the *Ball Popper Wire Ramp*. The second adjustment affects the *ball location* when frozen by the magnet. The third adjustment affects the *magnet core height*.

### BALL POPPER WIRE RAMP EXIT TUBE ADJUSTMENT

#### Procedure

1. Check the direction and distance of ball movements as it exits the Ball Popper Wire Ramp tube. As it drops out of the tube, the tab at the bottom of the tube should send the ball rolling uphill (upward on the playfield) approximately 1 inch, before rolling down the ball guide into the "Deep Freeze" Magnet region, near the Upper Right Flipper.



2. Adjust the tab at the lower end of the Ramp tube to obtain the proper uphill roll. Be careful of the uphill roll distance because too long an uphill roll can cause the ball to gain too much momentum and roll completely through the magnet area too fast for the magnet to freeze (hold) it. Also, be careful of the direction of the roll. The tab

should direct the ball slightly toward the ball guide to ensure that the ball will roll through the magnet region, rather than possibly bouncing away from the magnet region.

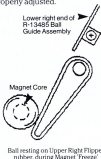
### UPPER RIGHT FLIPPER PADDLE ADJUSTMENT

#### Procedure

1. Check the ball movement as the magnet freezes (holds) it. Ideally, the ball will be rubbing on the red flipper rubber, during the freeze. This dampens the magnetic oscillations much faster and allows a well-aligned shot up the left Upper Plastic Ramp.

2. Adjust the Upper Right Flipper paddle position, if possible, to allow the ball to rest on the red flipper rubber, while the magnet is holding it.

3. Be careful during this adjustment to avoid making the loop shot around the ball guide at the top of the playfield end in an outhole drain (up the left side of the ball guide, around the upper rim, and down the right side of the ball guide, past the flipper paddle, and down between both lower flippers into the outhole). The Upper Right Flipper paddle should send the ball onto the lower right flipper, when properly adjusted.



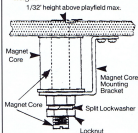
### MAGNET CORE HEIGHT ADJUSTMENT

#### Procedure

1. Check the height of the metal

"Deep Freeze" magnet core above the playfield surface. The optimum height is approximately 1/32", This height causes the ball to freeze faster, by reducing the speed of the ball movement, yet it does not apparently interfere with other shots

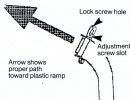
2. Raise the playfield to allow a straight-bladed screwdriver blade to turn the core for the proper height. If necessary, slightly loosen the locknut securing the core in its bracket. Retighten the locknut following the height adjustments to secure the core at the desired height.



### SHOOTER LANE EXIT PATH ADJUSTMENT

#### Information:

As the ball exits the shooter lane, it should proceed across the playfield and go up the plastic ramp (as shown by the dark arrow). Adjustment of the shooter lane ball guide may be necessary to obtain this ramp shot.



# HAMMERIN' HARRY

## HOW TO PLAY



CONTROL



HAMMER  
ATTACK



JUMP

## HAMMERIN' HARRY

I'm gonna storm the Rusty Nailers' headquarters to get back the people's properties!

I'm gonna smash the villains with this hammer.

The Rusty Nailers, money-worsh apping land developers, bought up by tricks all the buildings and lands in the town in a scheme of raising estate prices there for resale, and they finally broke Harry's house to score him ill. What exhausted his stock of patience.

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# Procedure

1. Check the ball trajectory (path) from the shooter lane ball guide toward the plastic ramp. The ball should move smoothly up the ramp

entrance.

2. If necessary, loosen the ball guide screw in the ball guide slot, and reposition the ramp to obtain

the proper ramp entry.

3. To maintain the ball guide position, install another screw in the Locking Screw hole.

## Williams Rollergames Assy Improvement

### Subject

Rollergames Upper Diverter Assembly Improvements.

### Changes

Improvements to the Upper Diverter Assembly, p/n C-13489, include;

(1) a coil change (replace the AE-23-800 coil with one marked AE-26-800 coil with one marked AE-26-1200);

(2) a Solenoid Bracket Assembly, p/n B-13488, change and

(3) a change to the assembly comprising the coil plunger, drive link and spring.

### Order

It is suggested that these changes occur in the order listed in the preceding paragraph; that is, coil replacement should be first, followed by replacing the Solenoid Bracket Assembly. If necessary, the more complex change of the coil plunger, drive link and spring should resolve all associated problems with the Upper Diverter Assembly.

See the accompanying diagram for details. The parenthetical numbers in the following procedure refer to the diagram's part. (Some parts shown in the Rollergames manual (p.61) are not used in this new assembly.)

### Procedure

NOTE: The following procedures require access to the upper portion of the playfield; however, the playfield can remain in the game, while the work is being done, and none of the playfield cables requires disconnection.

• Turn OFF the game. • Remove the playfield glass. • Lift the playfield from its tilting hinge brackets, until the upper portion is accessible. • Place the playfield on the cabinet carefully to avoid damaging any parts. • Remove the screws mounting the plastic shield to the end of the playfield.

### 1. Coin and Solenoid Bracket Assembly Replacement:

A. Unsolder the wires connected to the Coil noting each wire's coil terminal.

B. Remove the solenoid bracket Mounting Screws (19), retaining them for reassembly.

C. Remove the AE-23-800 Coil (1), and replace it with an AE-26-1200 Coil.

D. Replace the Solenoid Bracket Assembly, p/n B-13488, (3) with a new revision A Assembly. (The revision A Solenoid Bracket Assembly has a slightly shorter solenoid stop than the original assembly.)

E. Mount the Coil (1) and Solenoid Bracket Assembly (3), as they were on the original unit; install and tighten the bracket Mounting Screws (19), using Loc-Tite.

F. Solder the wires to the new Coil, connecting them to the proper terminals (noted in step A).

### 2. Coil Plunger, Drive Link and Spring Replacement:

A. Remove the two "E" Rings attaching the old Diverter Drive Link to the two black, plastic Arm Assemblies; retain these "E" Rings for reassembly.

B. Remove the spring at the end of

the old Drive Link; remove the old Drive Link, including the spring-attached Coil Plunger.

C. Replace all of the old Drive Link parts (coil plunger, springs, etc.) with the new Link-Plunger-Spring Assembly (10), p/n B-13843, sliding the plunger into the coil and inserting the post of each Arm Assembly (7) into the proper hold of the new Link-Plunger-Spring Assembly.

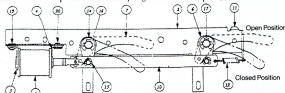
D. Attach an "E" Ring on each Arm Assembly post to reassemble the Link-Plunger-Spring Assembly. Slip the loop of the Spring into the hold of the Diverter bracket, where the old spring was removed.

E. Move the updated Diverter Assembly back and forth several times to verify that it is moving freely, without binding. If necessary, apply a small amount of Williams' Drop Target Grease (or similar lubricant) to the rotating posts on each Arm Assembly.

### 3. Final Preparation

A. After the Upper Diverter Assembly improvements are completed, reinstall the plastic shield on the playfield, carefully reinstall the playfield in the game cabinet, and check to see that all cables are properly located (not kinking or binding).

B. Reinstall the playfield glass, and prepare the game for play. Play several games to verify that the Upper Diverter Assembly is operating satisfactorily. NOTE: Installation of Revision 2 (or higher) game software is recommended for satisfactory operation.





# TEST REPORTS

## Timezone Chart

### TOP TEN LIST

1. Konami "Turtles"
2. Sega "Line of Fire"
3. Atari "Hard Drivin"
4. SNK "Beast Buster"
5. Taito "WGP"
6. Taito "Air Inferno"
7. Namco "Metal Hawk"
8. Sega "Outrun"
9. Namco "Winning Run"
10. Sega "After Burner"

### CONVERSION GAMES

1. Capcom "Magic Sword"
2. SNK "Neo Geo"
3. Capcom "Final Fight"
4. Seibu "Raiden"
5. Irem "Hammerin Harry"
6. Williams "Smash TV"
7. Data East "Dark Seal"
8. Temco "World Cup 90"
9. UPL "USAAF Mustang"
10. Technos "Combatribes"

## Replay

### UPRIGHT VIDEOS

1. Konami "TMNT" (TURTLES)
2. Atari "Hard Drivin"
3. Sega "G-LOC"
4. Williams "SMASH TV"
5. Sega "Galaxy Force"
6. Capcom "Mercs"
7. Atari "Final Lap"
8. Leland "World Soccer Finals"
9. Leland "Off Road"
10. SNK "Beast Busters"

### BEST SOFTWARE

1. Capcom "Final Fight"
2. Am Technos "Combatribes"
3. Taito "Cadash"
4. SNK "Neo Geo"
5. Technos "WWSuperstars"
6. Sega "MVP"
7. Konami "Aliens"
8. Atari "Hydra"
9. Leland "Off Road Trak Pak"
10. Atari "Thunder Jaws"

## Japanese Game Machines

### TABLE VIDEOS

1. Seibu "Raiden"
2. Irem "Hammerin Harry"
3. Technos "Combatribes"
4. Tecmo "World Cup 90"
5. Toaplan "Out Zone"
6. Namco "World Stadium 90"
7. Sega "Columns"
8. Data East "Gate of Doom" (Dark Seal)
9. Irem "Air Dual"
10. Sega "Tetris"

### UPRIGHT/COCKPIT VIDEOS

1. Taito "Air Inferno" (Deluxe)
2. Namco "Final Lap" (Deluxe)
3. Namco "Final Lap" (Standard)
4. Namco/Atari Games "Hard Drivin"
5. SNK "Beast Busters"
6. Jaleco "Big Run"
7. Sega "G-LOC" (Deluxe)
8. Sega "Super Monaco" (Deluxe)
9. Taito "WGP" (Deluxe)
10. Sega "Outrun" (Deluxe)

# Technical Topics - Assy Improvement — Continued

Item	Part Number	Description	Item	Part Number	Description
1	AE-12-2600	Coil Assembly	12	10-362	Spring
2	C-13490	Diver Bracket Assy	13	Not Used on Rev C	
3	B-13488	Solenoid Bracket Assy	14	20-8712-25	"E" Ring, 1/4"
4	01-8-508-S	Solenoid Bracket	15	20-8712-18	Shaft
5	Not Used on Rev C				"E" Ring, 3/16"
6	A-13491	Drive Arm Assy	16	4700-00073-00	Shaft
7	C-13432	Diver Gate/Shaft Assy	17	20-8716-2	Flatwasher
8	Not Used on Rev C		18	Not Used on Rev C	Roll Pin, 3/32 x 5/8
9	Not Used on Rev C		19	4008-01017-06	M/Screw, #8-32 x 3/8
10	B-13843	Plunger Assembly	20	4006-01003-06	M/Screw, #6-32 x 3/8
11	23-6577	Rubber Bumper			

## National A.M.O.A. Chairman's Report

Ladies and Gentlemen,

Firstly, I would like to thank all members who supported my nomination and subsequent election to the position of National AMOA Chairman.

My first year in many ways has proved to be perhaps a little short on any vital issues, however there were times that warranted some consideration and action.

### Industry Research Report

On two occasions I was interviewed by the print media on Industry interest and performance, I took those opportunities to make available the results of the independent research, unfortunately little use was made of that information in published articles.  
Daily Telegraph, February 2, 1990.  
Margot Pitkin.  
Daily Mirror, March 27th, 1990.  
Jo Mazzocchi.

### Hire Tax Tasmania

Members ought to bear in mind the possible flow-on effect of that State's Governments interpretation of the act might have on mainland States keen to increase revenue.

### M.T.I.A.

The 3% productivity award has not filtered through the system as yet to effect our award, all members will be notified of any change in the

"Coin Operated Amusement Machines (Technical Service) Award."

### Sales Tax Lobby

Lobbyist to re-submit our submission in this years Budget deliberations, however Australia's over-all economy and national interest might well over-ride our claims yet again.

### Exclusive Rights

On the Agenda for the National meeting is a motion on Exclusive rights, some may feel that the subject is not a matter to be judged by the Association and is better left to market forces, however since this is an Operators Association and many members bring this issue to my attention and ask for a resolution or discussion on its effect on prices and supply it then becomes my job to place those concerns before you.

In consideration of such a motive issue its as well to bear in mind that any agreement entered into between a manufacturer and a distributor is purely a commercial decision and I find no argument to that, but where I and many others find it oppressive is the unlimited time span placed on Exclusive dealings.

In a case where a product is out of supply, operators might well infringe that exclusive deal if he or

she imports that product from another source. What is needed is perhaps a time limit placed and published on the duration of that agreement. i.e. 4 or 5 months.

This Association like all industry organisations is funded by it's members, it's charter the benefit and interest of members and the industry which they represent, it then follows that decisions taken by that membership would truly reflect the wishes of the majority.

Chairman.  
H. Tester  
National AMOA

**"It's the  
games that  
LAI reject  
which makes  
LAI's games  
the best"**

# Introducing six ways

You **know** multi-coin mechanisms make sense. They give your customers more options to spend on your games. It's just that . . . until now, they've been rich on price but poor on features. Until NRI.

That's why we're **proud** to announce the Australian launch of the NRI range of three brand-new validators, all low-cost models **packed** with features outclassing every other electronic coin-mechanisms currently available.

These are **brand-new** (not reconditioned units), and combine Mercedes quality with Volkswagen price.

Call in to our showroom **today** to see the range, and find new ways to higher earnings!

NRI reserves the right to change specifications without notice.

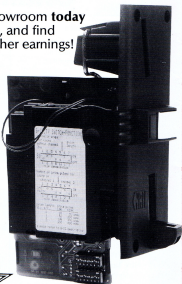


**G-13 1002**

Complete with front plate

**\$295**

Accepts  
5c / 10c / 20c  
\$1 / \$2



**G-13 1404**

Complete with front plate and credit board.

Display can be connected.

ONLY

**\$375**

Programmed to accept  
\$2 / \$1 / 20c

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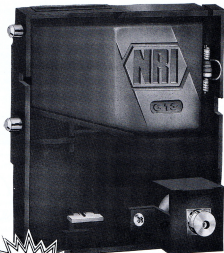
# to earn more money

## JUST LOOK AT THESE AMAZING BENEFITS:

- Six ways to pay, six ways to play.
- Tokens accepted, so you can organise promotions at any location.
- Compact size fits most machines.
- Easy to fit — just snaps into position in place of mechanical acceptors.
- Takes money fast!
- G-13004 model interchanges with series 10/100 type used on most pinballs and Coin Controls doors.
- Quick, sure ways to react against foreign coins or slugs with German-made precision.
- Two bandwidths provides sure control of critical coins.
- Easy bandwidth selection by one switch — instant security against slugs.
- No special power required — just connect to standard 12 volt supply in your LAI cabinet!

### TECHNICAL DATA

Acceptance .....	Six coins
Diameter .....	15-31mm
Thickness .....	1.5-2.6mm (3.3)
Supply voltage .....	12 volts DC (+3v -1v)



**\$275**

### G-13 0004

Interchanges with Series 10/100 mechanical mechanisms

Accepts 5c / 10c / 20c / \$1 / \$2

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# TRICKS OF THE TRADE

BY: STEVE RUNDLE

## ELECTRONIC TICKET DISPENSARY

More operations of amusement arcades are discovering the benefits of ticket vending machines. They add a new dimension to an arcade and can attract new customers. Big Shot Basketball, Skee Ball, Little Pro, Boom Ball and Knock-Em-Down are some of the family fun orientated games which dispense tickets redeemable for prizes.

An integral part of the machines is the ticket dispenser, the Deltronic (DL-1275) is the industry standard both in Australia and abroad. This unit is reliable and simple to service.

The operation of the Deltronic is quite simple. Tickets are pushed through the ticket chute by a motor-driven roller assembly which resembles the old style ringers on washing machines.

Tickets are counted by means of an optic-electronic beam sensor which senses the v-shaped notch on the perforation line between tickets. The starting and stopping of the machine is controlled by the particular game P.C.B. via a small control board on the dispenser. This has a motor controller and notch sensor circuit.

The ticket dispensers incorporate three mechanical adjustments. The first is the roller tension spring which insures proper delivery of the tickets but prevents the tickets from being pulled when the dispenser is idle. Secondly, the ticket guide spring ensures that the ticket notches pass through the optic sensor beam. Failure to adjust this properly can result in reams of excess tickets being paid out.

Lastly the ticket stop adjustment determines how far the ticket protrudes down the delivery slot.

Tickets occasionally jam inside the Deltronic and care must be taken to extricate them. Do not use a screw driver or try to force anything

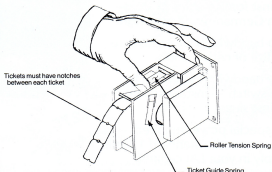
between the plastic ticket guides as they are prone to break. Dismantling the dispenser is the best option although using a flat metal packing strip (about the same thickness and width as a ticket) to push the ticket out through the delivery slot often works.

There is a motor replacement for the top plastic guide available. This is designed to be easily removed by loosening a couple of screws thereby giving access to the a jammed material, this is much faster than dismantling the entire assembly. Contact your LAI office for more details.

Parts are available for the Deltronic ticket dispenser, the most commonly required is replacement ticket guides (or ticket supply plates) which may

be broken when a foreign object such as a coin or screwdriver is forced between them. The rubber "O" rings or the drive roller will need replacing when they begin to wear flat resulting in a loss of friction between the two rollers.

The correct operation of the dispenser also depends on the use of the correct tickets. The notch between the tickets should be of a deep "V" shape and not a shallow "U" shape. This ensures that each notch is detected and there is no over-run. The perforations on the tickets should also have a light breaking strain. This stops any chance of tickets being pulled from the machine against the breaking action of the rollers.



### TICKET LOADING DIRECTIONS

1. Enter tickets as indicated and feed tickets past the ticket guide spring until they stop.
2. Place fingers as indicated and squeeze, this opens the feed rollers.
3. Feed tickets until the first ticket protrudes approx. 1/16" beyond the despatch slot.
4. Release rollers, ticket dispenser is now loaded and ready for use.

# GAME PREVIEW

By  
Professor Burko

## MAGIC SWORD

**Monitor:** Vertical

**Controls:** Joystick — moves hero in 8 directions

**Buttons:**  
ATTACK, JUMP  
2 Players

Control your Barbarian with his double-edged magic sword through 32 levels of the evil castle in search of keys, unlocking exit doors on levels 3, 5, 7, etc.

Attain partnerships with warriors you meet along the way, bearing weapons and magic to help. These warriors are:

**Thief** - ability to search for

treasure boxes

**Lizard man** - throws swords quickly

**Giant** - throws boomerang axe

**Priest** - accumulates light and throws it

**Amazon ladies** - shoot bowgun quickly

**Knight** - throws piercing spears

**Ninja** - throws Shuri-ken

**Wizards** - shoot in all directions

**Pick up 8 magic items:**

**Gauntlet** - increases attacking power

**Crystal ball** - finds hidden treasure boxes

**Golden pot** - increases restoring

power of partner

**Diamond ring** - Lizard man or thief can accompany with power

**Magic potion** - recover magic in a speedy way

**King's crown** - increases defence power

**Scroll** - increases score ratio

**Pendant** - doubles score whilst holding

This 2-player game has "buy-in" and "continue" features and the option of being able to start at any level. With good graphics and game plot I think it's one of the better fighting games. An "heroic fantasy".

**Rating:** 10+++

## MICHAEL JACKSONS MOONWALKER

**Monitor:** Horizontal

**Controls:** 8-way Joystick

**Buttons:**  
SHOOT, DANCE

This game was based on the motion picture "Moonwalker" and contains hit songs by Michael Jackson throughout, such as "Bad", "Thriller", "Beat It" and "Billy Jean".

Help Michael save the captured children and blow up the fortress and the deadly Doomsday Weapon to destroy Mr Big's evil scheme.

Hold "shot" button to make Michael moonwalk and then release for strong firepower.

"Dance" button is a special attack making all enemies on the screen dance along with Michael and then disappear.

Pick up first aid/health for releasing children and gain powerful firepower and armour when you shoot the straying chimp. Travel through amusement quarters, night-time streets and graveyard patterns. Come across

skeletons, goblins, ghosts, cars full of gangsters, armed soldiers, various robots, robot dogs, rolling barrels, flying circular saws and thugs with knives.

This 3-player game has "buy-in" and "continue" features, very good graphics and an excellent soundtrack that will attract. It should be a popular game with Michael Jackson's fans. Become a superstar!

**Rating:** 9

## NINJA COMBAT

**Monitor:** Horizontal

**Controls:** Joystick - move hero

**Buttons:**  
"A" Attack/Ninja Magic  
"B" Jump  
"C" Special move  
(Back Flips)  
"D" Not used

Your task is to help Joe and Hayabusa as they set out for the enemy fortress through 7 stages, facing shadowed forces, as you try to destroy the Dark Ninja.

Pick up extra points for speed or power and cans add to the health score and score increases Ninja Magic. Special weapons like Katana swords, Nunchukas and flying star knives help with the damage.

You will come across well-equipped Ninja warriors, hooded thugs with studded baseball bats, large Sumo wrestlers with axes, bird women, disappearing spectres and, finally, the 'boss' himself - as fast and accurate as a

whirlwind.

This game has "buy-in" and "continue" features and is another great quality Neo Geo cartridge. Brilliant stereophonic sound and good, fast-moving graphics, both adding to the realism of fighting in the true Ninja way.

Go ahead - slash through the darkness!

**Rating:** 10+

**"It's the games that LAI reject  
which makes LAI's games the best"**

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Little Pro

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- ☐ ALLIGATOR AND  
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ROUND
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## MAGICIAN LORD

**Monitor:** Horizontal

**Controls:** Joystick

- move character

**Buttons:**

"A" Attack

"B" Jump

"C" & "D" Not used

Elta is a young magician who stands up against a strong, evil presence from another world. He travels and battles enemies whilst searching for the book of magic instructions. This hero can trans-

form himself into the Ninja Alien of Warlock by combining the Fire, Water and Wind elements.

On opening the door at the end of the forest, you must defeat Dale of Evil Gods in which you are rewarded with the first book. You then set out to the "Evil Mines".

With the up's and down's, this platform/ladder game includes action as you avoid booty traps, mines, skeletons, flying bees, purple beasts with grasping robot

arms, witches, and various other ghoulish creatures from the past.

Health points are obtained from unlocking the various treasure chests containing food, drink and magic.

This Neo Geo cartridge has great stereo sound and superb graphics. The memory card "continue", and "buy-in" features allow you to start and continue at any point, anytime. Check it out!

**Rating: 10**

## STOLEN

Two 20" Lowboy machines were stolen from the Take-away Shop at 1437 Botany Road, Botany.

Serial Numbers of the stolen machines are:

**VIOLENT FIGHT: 9061031**  
**SNOW BROS (PCB): 9071099**

### Ninjas bid on Turtle Survival - Continued from page 15

He said that at the 1992 CITES convention, to be held in Japan, Greenpeace would try to convince Japan to stop slaughtering turtles

and trading turtle products.

He said Greenpeace had contacted the promoters of the Teenage Mutant Ninja Turtle movie

and had asked them to promote the cause of sea turtles or to donate some funds to the continuing battle for their survival.

## What's Selling

### TURTLES NOT THE ONLY GAME IN TOWN (San Francisco)

The toy retailers' report for April: We may not have Turtles, but we've got plenty of Lego, Nintendo, Barbie and other good stuff. The weather's nice, summer sales had an early start and business is good.

One retailer experienced chaos with the arrival of 75 Turtles, all of which moved out in less than two hours.

The figures were available only sporadically, but many stores did well with accessories, such as the Turtle Cycle at \$16.95. Some smaller stores, however, hadn't even seen any accessories since Christmas.

Lego was making it two banner years in a row, with the new Mtron category selling from \$2.95 to \$4.95, and with last year's Pirate ship category still going fast.

Nintendo's Game Boy at \$89.99 continued strong. In games, Super Mario Bros. 3 was still on waiting lists.

Barbie remained strong, with Dance Magic at \$19.95, Ice Capades at \$13.99 and Western Barbie at \$13.88.

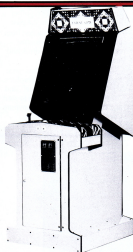
Tyco's Spy-Tech spy equipment got a strong TV introduction, with good sales of the undercover vest, hidden camera and long-range microphone, each at \$17.99.

### PLUSH ENJOYS A GOOD SEASON (Los Angeles)

Move over Easter. April 1990 should be named "Ninja Turtle Month." The hit movie combined with Ninja Turtle fever to sell out not only the Playmates' figures, but also Turtle gum, videos and comics.

One retailer said that \$9.95 "novels" from First Publishing Inc. joined the \$14.95 Ninja Turtle videos from Family Home Entertainment and 25-cent bubble gum to fill a void created when the retailers' hard-fought supply of Turtle figures was grabbed from shelves in February.

# THE GREAT 26" DUO



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- (6) Standard Jamma harness system.
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**LB26**

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